



Create and Manipulate Variables
Activate Variables

INTRODUCTION

When a results dataset is read into EnSight, associated variables are noted and listed in the Main Variables List. However, a variable will remain *deactivated* (not loaded into memory) until some operation requires it or it is explicitly *activated* (read into memory).

If an active variable is no longer required, you can deactivate it and free the associated memory.

BASIC OPERATION

Variable Activation

In most instances, variables are automatically activated as required. For example, if you create a contour using a deactivated variable, EnSight will automatically activate the variable prior to creating the contour.

You can also activate variables explicitly using the Feature Detail Editor for Variables.

1. Open the Feature Detail Editor for Variables.

You can either double-click the desired variable in the Main Variables List or double-click the Color icon in the Feature Icon Bar.

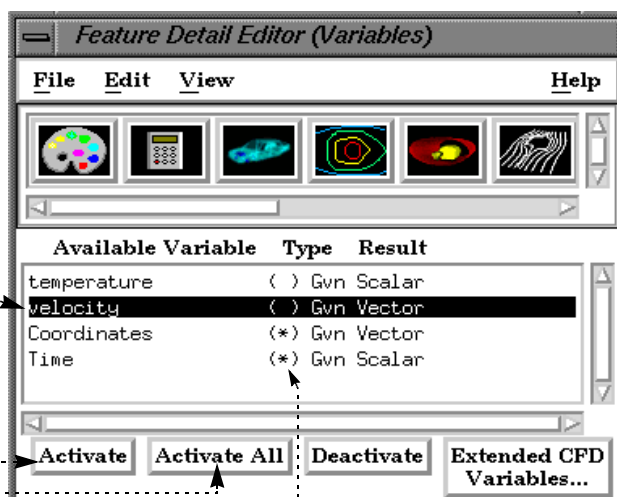


2. Select the variable(s) you wish to activate.

3. Click the Activate button.

OR

2. Click the Activate All button to activate all variables in the list.



The (*) in the variable listing indicates that the variable is currently loaded.



Variable Deactivation

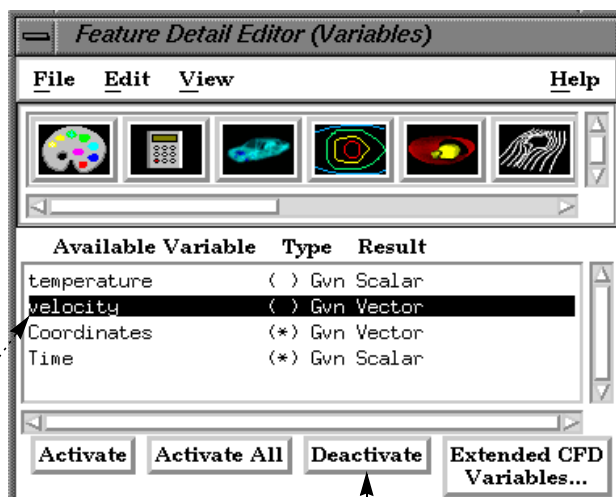
Variables are never deactivated automatically. To deactivate a variable:

1. Open the Feature Detail Editor for Variables.

You can either double-click the desired variable in the Main Variables List or double-click the Color icon in the Feature Icon Bar.....



2. Select the variable(s) you wish to deactivate.....



3. Click the Deactivate button.....

Note that variable deactivation can result in the modification or deletion of parts. If this is the case, you will be asked to confirm the deactivation. A part could be modified if it used the deactivated variable for coloring. A part could be deleted if it was based on the deactivated variable (such as a contour or an isosurface).

SEE ALSO

[How To Edit Color Palettes](#), [How To Create New Variables](#)

User Manual: [Variable Selection and Activation](#)